DYNACOMP

SPACE EVACUATION

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THE SCENE

The year is 2500 A.D., or in the new calendar system, Star Date 0. Several years ago Earth's scientists discovered that our sun will nova (explode) in the year Star Date 500. They have sent unmanned probes to other solar systems to transmit back information about the planets in these systems. Meanwhile, Earth has constructed a gigantic, fully-automated starship to prepare these planets for human habitation.

You are to command this starship. The ship's computer and its radio-linked droids will follow your orders. They can mine the planets for necessary materials, build domed cities, and do other jobs involved in the terraforming (making habitable) of these planets. The ship can also carry up to 10 million passengers (in suspended animation to conserve supplies).

THE GAME

When in the command mode, the ship's computer will display the name of the system you are in (by the name of its sun or, in the case of Earth's system, it will simply say "EARTH SYSTEM"), the current fuel supply, the Star Date, and how many passengers there are on board. It will also display a list of current options, which will depend on where the starship is. These options include: EMBARK, REQUEST INFORMATION FROM COMPUTER, REFUEL, LOAD OR UNLOAD PASSENGERS, EVALUATE A PLANET, PROCEED WITH TERRAFORMING, and QUIT. The computer will ask you for an option. Enter the number corresponding to the option you want. These options are explained as follows:

- EMBARK - If you choose this option, the computer will ask you where you want to go. Enter the first letter of the desired system. If there is not enough fuel to reach that system, the computer will so inform you and then return to the command mode. If there is enough fuel, you will embark immediately.

  The ship uses one unit of fuel for each light year travelled. Your speed is just under the speed of light, so your travel time relative to Earth will be equal to the distance between systems in light years. Because of the slowing down of time at such speeds, you will require no suspended animation and will survive the entire 500 years available to complete your mission.

- REQUEST INFORMATION FROM COMPUTER - If you choose this option, the computer will supply a choice of four types of information:

  1) Star Map - The computer displays a two-dimensional map showing all the star systems of interest, with the position of each system marked by its initial. All the systems of interest lie in a plane,

so the two-dimensional map is valid. However, the horizontal axis is somewhat compressed to fit all the stars on the map.

2) System Information - The computer will ask you which planet will be displayed on the three planets of the chosen system which have the most value to you. This information is based on the reports which were sent back by unmanned probes while your ship was being built. It is very limited. For more detailed information, ask for information on each planet individually (see below). Note that the planets are referred to by the system name and a number.

3) Planet Information - The computer will first ask for the system containing the planet. Enter the initial of the system. The computer will then ask for the planet's number. Enter the number (from 1 to 3). The computer can only supply detailed information on planets where a detailed evaluation has been conducted by your ship's computer. (see EVALUATE PLANET below).

   Once the planet has been evaluated, the computer can give information, such as the current number of people the planet can support, and the ultimate number of people the planet can hold after everything has been done to make the planet habitable. This last parameter is based on certain unalterable limitations, such as the total supply of water or the size of land masses. The detailed analysis will also include recommendations for terraforming the planet. Once a planet has been evaluated, it does not have to be evaluated again, even if terraforming operations are carried out. The computer will automatically calculate the effects of these operations and include these calculations for the planet's description.

4) Range Finder - This causes the computer to calculate the distance between any two star systems.

- REFUEL - If you are in the Earth system, this command automatically causes your fuel tanks to be filled by Earth-based personnel. This takes one year, regardless of the amount of fuel taken aboard. If this command is given while you are in another system, the computer will ask you which planet you want to refuel at. Your ship's engine is powered by nuclear fusion and runs on deuterium, an isotope of hydrogen. Only Earth (with its large oceans of water) and type J planets (with their ammonia-methane atmosphere) can provide this fuel. If the planet you choose has been colonized, even by only one million people, the inhabitants will help with the refueling and it will take one year. If the planet has not been colonized, your droids will have to do all the work and the refueling will take two years. Because the time required for refueling does not depend on the current fuel level, you will want to refuel as seldom as possible. However, it is essential that you not travel to a system (other than the Earth system) which does not have type J planets unless you have enough fuel left to get from that system to a system where you can refuel. You could be stranded in that system forever!

- TAKE ON PASSENGERS - This command is only available in the Earth system. It causes the Earth-based personnel to fill your passenger compartment (capacity: 10 million) with passengers in suspended animation. This takes one year, regardless of how many passengers are taken aboard.

- UNLOAD PASSENGERS - If you choose this command, the computer will ask you which planet in the present system to send the people to. Enter a number from 1 to 3. The computer will also ask how many million people to unload. You must enter an integer number. The unloading process takes one year for each one million people unloaded because your droids must individually revive each person from suspended animation.

- EVALUATE PLANET - The computer will ask which planet in the system to evaluate. Enter the appropriate number (from 1 to 3). The computer will scan the planet to determine the available materials to build cities, estimate the water supply, determine the appropriate terraforming procedures, etc. This process takes one year for each planet evaluated. The information is reduced to a simple set of evaluations and recommendations, and is stored in the ship's computer. To see this information, you must request the information from the computer (command #2 in the Command mode) and ask for the planet evaluation.

- PROCEED WITH TERRAFORMING - The computer will ask which of the three basic terraforming procedures you wish to use. You should already have this information from the planet evaluation conducted earlier. After you enter the appropriate number, the computer will ask which planet in the system to terraform. Enter the planet number (from 1 to 3). You may use more than one terraforming procedure on a single planet, but this does not change the number of people the planet can ultimately support. For example, if you convert the atmosphere of a planet from carbon-dioxide to oxygen using plants. The conversion may not be complete for many years. You may wish to build a few domed cities in the interim in order to unload some passengers before going back to Earth to pick up some more.

- QUIT - This command terminates the game and gives your score. The game also terminates when Earth's sun novas. The QUIT command is used if you have gotten stranded in a system with no fuel and cannot go anywhere, or otherwise wish to end the game before the sun novas. Your score is based on the ratio of how many people saved to how many people the planets could have supported. It is not necessarily possible to get a score of 100% because the time required to fill all the planets to capacity might be more than 500 years. People in suspended animation aboard your ship do not count as saved.

A note on entering commands - on the TRS-80, type the number or letter and press ENTER. On the Atari, type the number or letter and press RETURN. The Apple version has a single keystroke so you just type the number or letter without pressing return.